

CRISTINA POHLENZ GARZA

SOFTWARE ENGINEER II

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🏠 www.cinnamondev.com

+ SUMMARY

Software engineer working in game development, focused on gameplay programming but also including AI, physics, graphics, audio, input interfaces, and core game systems.

Experienced working at a game studio and closely collaborating with different disciplines of game development like game designers, artists and producers.

+ PROFESSIONAL EXPERIENCE

NINTENDO SOFTWARE TECHNOLOGY, Software Engineer II

Jun 2015 - Ongoing

Software and Game Development

- Constant work with designers, discussing and analyzing design documents and game features.
- Modifying existing codebase to accommodate for gameplay changes and new features.
- Collaborating on the design of game engines and new systems.
- Quick prototyping on custom-made engine, making adaptations to the codebase and analyzing the feasibility of new features in the current development environment.
- Porting libraries for use on different platforms.

Credits

- Programmer (*Nintendo Software Technology*)
 - Super Mario 3D World + Bowser's Fury (2021)
 - Captain Toad: Treasure Tracker for Switch DLC (2019)
- Voice data (*Nintendo of America*)
 - Super Mario Party (2018)
 - Metroid Prime: Federation Force (2016)
- Support (*Nintendo Software Technology*)
 - Super Mario Maker for Nintendo 3DS (2016)

Non-credited

- Programmer (Nintendo Software Technology)
 - Unannounced project (2015 – 2018)

TYREN, Lead Software Engineer

Dec 2011 - Jul 2013

Management solutions and Enterprise Resource Planning systems

ADEGP, Software Engineer

May 2011 - Dec 2011

Enterprise Resource Planning systems

+ SKILLS

Mother Tongue: Spanish (Mexico)

Foreign Languages: English – C1 level (FCE / BCE)

Soft Skills: Team worker, dedicated, proactive, autonomous, creative

Programming: (*Proficient*) C, C++, C# | (*Intermediate*) JS, Typescript

Game Development: Engine architecture, 2D physics, gameplay, tools

+ EDUCATION

MS In Computer Science

DigiPen Institute of Technology, USA

Aug 2013 - May 2015

Masters in Artificial Intelligence (incomplete)

Universidad Veracruzana, MEX

Aug 2012 - Aug 2013

BS in Computer Systems, Engineering, and IT

Universidad Anahuac Xalapa, MEX

Aug 2007 - July 2011